



Ares Games will be at Gen Con Indy 2013 with novelties and previews

New WW2 Wings of Glory fighters and the new edition of Inkognito debut at the game fair. Sails of Glory and Galaxy Defenders will also be at the show



Ares Games will be at Gen Con 2013 (August 15-18, Indiana Convention Center, Indianapolis) to release new *WW2 Wings of Glory Airplane Packs* (FW-190 D-9/D-13, Spitfire Mk-IX, P-51D Mustang, and Nakajima Ki-84 Hayate) and the new edition of *Inkognito*. Previews of the upcoming games, *Sails of Glory* and *Galaxy Defenders*, will also be held in the Ares Games booth (#1849).

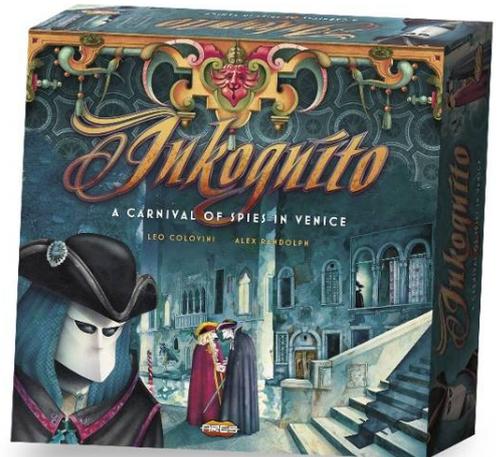
The [WW2 Wings of Glory Airplane Packs](#) arriving at Gen Con 2013 feature four fighters, each in three different versions: Focke-Wulf FW-190 Würger (Shrike), a German single-seat, single-engine fighter; the British Supermarine Spitfire Mk.IX, developed to compete with the FW-190; the American long-range, single-seat fighter and fighter-bomber, P-51D Mustang; and the Nakajima Ki-84 Hayate, a single-seat fighter used by the Imperial Japanese Army Air Force.

Each airplane pack includes a ready-to-play model, painted and assembled, a special base with gaming stats, a variable altitude flying stand, and a specific deck of maneuver cards, with a suggested retail price of US\$ 14.90.

A classic deduction game, [Inkognito](#) is coming back in 2013 from Ares Games, in a new and improved edition. Designed by Alex Randolph and Leo Colovini, it was first published by MB in 1988, with millions of copies sold around the World.

The game is set during a Venetian carnival, in a romantic age of spies, microfilm, hot-air balloons and fast speed-boats. As a secret agent, players must collect clues, using their deduction skills to recognize their friends and confound their foes, and find out their secret mission to give victory to their team.

The new edition of *Inkognito* will be in distribution in September, but the first copies will arrive for sale at Gen Con 2013. The suggested price is US\$ 39.90.





Previews of upcoming games

GenCon attendees will also have the chance to try the tactical Age of Sail game, [Sails of Glory](#), which will be presented as a playable preview with the final versions of the ships. Inspired by the acclaimed *Wings of Glory* system, *Sails of Glory* features assembled and painted ship models, ready to play out of the box, and a game system designed to accurately represent battles at sea between the large sailing ships of the past centuries. The first series is set in the Napoleonic Age.



Sails of Glory was pre-launched with a successful Kickstarter campaign in March, 2013, reaching \$276,745 US pledged and 1183 backers. Backers are expected to receive their game copies this fall, after which the *Sails of Glory Starter Set* and *Ship Packs* will be available in general distribution.



Another game launched with a Kickstarter campaign in the first half of the year to be previewed at Gen Con is [Galaxy Defenders](#), a cooperative Sci-Fi tactical game developed by Gremlim Project studio and published and distributed by Ares Games. Inspired by the Sci-Fi cult movies of the 80s and 90s, the game will feature high-detailed 40 mm scale miniatures and an innovative A.I. system to control the alien invaders.

In *Galaxy Defenders*, up to 5 players fight together against an incoming alien menace.

The battle for Earth against the aliens develops in a series of scenarios organized in a story-driven campaign, and remains independently balanced, regardless of the number of players. The game campaign on Kickstarter reached \$180,252 US pledged and 1080 backers. Like *Sails of Glory*, *Galaxy Defenders* will be sent to Kickstarter backers this fall, with general distribution following immediately.

Game Events at Gencon

In addition to the demos and previews in the booth, Ares Games will also host several game events.

On both August 15th and 16th, from 9 to 11 pm, in Hall C/Red, attendees will have the chance to learn how to play **Sails of Glory**. The rules of the game will be taught and then, the cannons will be loosed!



Classic WW1 and WW2 dog fights are also scheduled: on August 15th, from 7 to 9 pm, in Hall C/Yellow, the **WW1 Wings of Glory** event, and on August 16th, in Hall C/Red, in the same time slot, the **WW2 Wings of Glory** event will be held. In both, players will receive a plane to keep as part of the entry fee. Players are asked to arrive a bit early to get their plane and meet their squadron mates. Planes will be awarded on a first come, first served basis with an eye toward balancing the two teams. Prizes will be awarded for enemy kills.

To take part to these events, it's necessary to register through the convention, with a limited number of tickets available - \$2 US for *Sails of Glory* and \$12 US for *Wings of Glory*.

More events related to *Wings of Glory* will be hosted by independent groups, such as Northern Virginia Gamers (NOVAG). One event is the "Wings of Glory Megagame: Battle of St. Mihiel Salient," with 64 players, scheduled on Saturday 17th, at 9 pm.

Visit Ares Games at Gen Con Indy 2013, at booth 1849!